

PRIVATE ADDRESSING IN A MULTI-PROCESSOR GRAPHICS PROCESSING SYSTEM

ABSTRACT OF THE DISCLOSURE

Systems and methods for private addressing in a multi-processor graphics processing subsystem having a number of memories and a number of graphics processors. Each of the memories includes a number of addressable storage locations, and storage locations in different memories may share a common global address. Storage locations are uniquely identifiable by private addresses internal to the graphics processing subsystem. One of the graphics processors is able to access a location in a particular memory by referencing its private address.

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